

Navigation

Center View to Cursor	Cmd + C (Alt+Home)
Move Cursor to Selection (Custom)	Cmd + D
Move Cursor to Origin	Shift + C
Front View	Cmd+1 (Num1)
Right View	Cmd+3 (Num3)
Top View	Cmd+7 (Num7)
Back View	Ctrl+Cmd+1 (Ctrl+Num1)
Left View	Ctrl + Num3 (Ctrl+Cmd+3)
Bottom View	Ctrl+Cmd+7 (Ctrl+Num7)
Toggle orthographic/perspective	Cmd + 5 (Num5)
Camera View	Cmd+0 (Num0)
Toggle Quad-View	Ctrl + Alt + Q
Maximize Viewport	Ctrl + Up
Return Viewport to normal	Ctrl + Down
Shift Camera	Shift + MMB
Rotate Camera	MMB
Zoom in/out	Mouse Scroll
View Selected	Cmd - (Num .)

General

Add Menu	Shift + A
Snap Menu	Shift + S
Search Menu	Spacebar
Properties Panel	N
Toggle Object/Edit Modes	Tab
Select/Deselect All	A
Border Select	B
Circle Select	C
Delete Selected	X
Clear Location (0,0,0)	Alt + G
Save	Ctrl + S
Undo	Ctrl + Z
Redo	Ctrl + Shift + Z

Animation & Rendering

Align Camera with Viewport	Ctrl + Alt + Num0 (Ctrl+Alt+0)
Insert Keyframe	I (that's a i)
Render Still Image	F12
Render Animation	Ctrl + F12
Save Rendered Image	F3
Play Rendered Animation	Ctrl F11

Usefull Tools

Bridge Edge Loops : makes vertex and faces from selected edges loops.

Find them by Search Menu (Spacebar)

Editing

Mesh Select Mode	Ctrl + Tab (+ 1, 2 or 3 for mode))
Select All Linked Edges	L with mouse over edge
Grab (Move)	G
Rotate	R
Scale	S
Extrude Region	E
Lock to Axis	X/Y/Z
Confirm Action	LMB
Cancel Action	RMB
Proportional Editing	O
Proportional Edt. Connected	Alt + O
Extrude Menu	Shift + E
Merge Menu	Alt + M
Set Parent	Ctrl + P
Create Face	F
Loop Cut Mesh	Ctrl + R
Knife Cut Midpoint	Shift + K + LMB
Subdivide Mesh (Custom)	Alt + W
Smooth Vertex (Custom)	Q
UV Mapping Menu	U

Editing (cont)

Specials Menu	W
Recalculate Normals	Ctrl + N
Vertex Bevel	Ctrl + Shift + B